

Prologue 1: 8 years ago

Homunculus

A Homunculus is an artificial human created through magic or alchemy, often but not always a hybrid with another animal.

Grail

A reference to the Holy Grail. In Christian mythology, the Grail was the cup used by Jesus at the Last Supper, said to possess miraculous powers.

Prologue 2: 3 years ago

Akasha and the Akashic Records

A reference to the Sanskrit concept Akasha, aether. The Akashic Records is the recording of all things and happenings, of all knowledge, inscribed in the Akasha/aether.

Prana

A reference to the Sanskrit word Prana. Life force, vital energy present in all things; here, that magic force includes both Od (Odic force) and Mana.

While "mana" is normally more generic, the author specifically uses it as a natural force not in living things, as opposed to od, in his universe.

Familiar

A familiar spirit is a spirit that obeys and serves its conjurer.

Act 1, Part 1

Department of Eulyphis

Department in the Clock Tower that deals with/studies conjuring spirits.

Catty

Catty is a measurement used in some countries of Asia. It's the equivalent of different amounts depending on which country it is used in, but in this case (Japan) it denotes half a kilogram, or 500 grams.

Act 1, Part 2

Fairy Letters

One of the lost languages and a telling sign that the item belongs to the otherworldly. Written on Excalibur and Avalon.

Conceptual Weapon

A magical artifact with accumulated history which can affect space, meaning, and natural order. Crushes the opposition not with physical interference but by applying a concept directly on the soul.

For example: Overwriting the condition of "unaging" with the idea of "natural life" to nullify it.

TYPE-MOON Wiki article: [6]

Act 5, Part 2

"Master's Perspective"

"Master's perspective" is a very literal translation, mainly because I don't know how else to translate it, if there is a proper name for it at all.

There is an implied meaning here that Masters would be able to understand the abilities (etc) of Servants very easily by observing them. This makes sense, and seems to me like an obvious reference to the morning after Saber's summoning in Fate / Stay Night where Nasu tries to incorporate the "character status" part of the game into the Nasuverse.

To refresh everyone's memory: On that morning when Shirou sees Saber, the character sheet flashes on screen for an instant and Shirou gets all confused. Saber explains that as Masters being able to see information regarding Servants they've observed in the manner that is most easily understandable for them.

Of course, this by no means designate that passage as a direct allusion to this scene, but that's how I interpret it.

Act 8, Part 2

First Person Pronoun

In Japanese, the 'I' in conversations can be (and is usually) dropped when it is clear that the person is referring to himself. Until that sentence, Rider has been dropping the first-person pronoun, I. There are quite a few different 'I's in Japanese. Some common example would be 私 (watashi) 僕 (boku) 俺 (ore). Each one conveys a different message eg: formality, politeness, rudeness...However, the one Rider used is 余 (yo). This 'I' is an archaic form of 'I', rarely, if never, used at all during these days. Thus, it would arouse suspicion if someone uses it.

Act 9, Part 4

Imaginary Beasts

Legendary beasts, who were alive in the mythical time of gods. One example is Rider's Pegasus in Fate/Stay Night. Most Servants won't even be able to combat an Imaginary Beast.

Act 9, Part 5

Oceanus

God of the ocean in Greek mythology. He resides in the ocean surrounding the land of the world, signifying the absolute end of the world.

Act 10, Part 2

Second Owner

A 'supervisor' appointed by the Mage's Association, typically a famed magus, to manage a particular lot of spiritual ground. If another magus wishes to settle in the area, he or she must first greet the Second Owner and request permission to construct a workshop.

Immelmann Turn

An aerobatics maneuver that consists of a sharp ascent, followed by a roll, and then continuing flight in the opposite direction of the original flight.

Act 16, Part 2

Upward Stance

A pose with sword raised high above her head, a stance used to intimidate the enemy in kendo.

Act 16, Part 6

Baji Quan

A specific style of Chinese kongfu with a large emphasis on elbows and the arms.

Pronator teres muscle

A muscle inside of the forearm.